INDEX

to

SIMULATION & GAMING

Volume 30

Number 1 (March 1999) pp. 1-112 Number 2 (June 1999) pp. 113-256 Number 3 (September 1999) pp. 257-408 Number 4 (December 1999) pp. 409-552

Authors:

BEAZLEY, HAMILTON, see Lobuts, J. F., Jr.

BECHHOEFER, ART, "OH NO! THE PLANNING GAME" [Review], 90.

BROUGÈRE, GILLES, "Guest Editorial: Play and Simulation/Gaming," 132.

BROUGÈRE, GILLES, "Some Elements Relating to Children's Play and Adult Simulation/ Gaming," 134.

BUTLER, JOHN K., Jr., "ABSEL" [Association News & Notes], 538.

CHARTIER, DON, see Wenzler, I.

CHRISTOPHER, ELIZABETH M., "Simulations and Games as Subversive Activities," 441.

COLEMAN, DOUGLAS W., "Adapting Deming's FUNNEL EXPERIMENT to a Content-Specific Area," 8.

CORBEIL, PIERRE, "BATTLEGROUND GETTYSBURG" [Review], 93.

CORBEIL, PIERRE, "Learning From the Children: Practical and Theoretical Reflections on Playing and Learning," 163.

CORBEIL, PIERRE, "THE NEGOTIATOR" [Review], 238.

COX, BENITA M., "Achieving Intercultural Communication Through Computerized Business Simulation/Games," 38.

CROOKALL, DAVID, "Editorial: Internet Simulation/Gaming," 5.

CROOKALL, DAVID, "Editorial: Play and Simulation/Gaming," 117.

CROOKALL, DAVID, "Editorial: 30th Anniversary and Thanks C. Deborah," 262.

CROOKALL, DAVID, "Editorial: Thirty Years-Well, Nearly," 413.

CROOKALL, DAVID, "ISAGA" [Association News & Notes], 97, 242, 399, 539.

SIMULATION & GAMING, Vol. 30 No. 4, December 1999 546-550 © 1999 Sage Publications, Inc.

INDEX

to

SIMULATION & GAMING

Volume 30

Number 1 (March 1999) pp. 1-112 Number 2 (June 1999) pp. 113-256 Number 3 (September 1999) pp. 257-408 Number 4 (December 1999) pp. 409-552

Authors:

BEAZLEY, HAMILTON, see Lobuts, J. F., Jr.

BECHHOEFER, ART, "OH NO! THE PLANNING GAME" [Review], 90.

BROUGÈRE, GILLES, "Guest Editorial: Play and Simulation/Gaming," 132.

BROUGÈRE, GILLES, "Some Elements Relating to Children's Play and Adult Simulation/ Gaming," 134.

BUTLER, JOHN K., Jr., "ABSEL" [Association News & Notes], 538.

CHARTIER, DON, see Wenzler, I.

CHRISTOPHER, ELIZABETH M., "Simulations and Games as Subversive Activities," 441.

COLEMAN, DOUGLAS W., "Adapting Deming's FUNNEL EXPERIMENT to a Content-Specific Area," 8.

CORBEIL, PIERRE, "BATTLEGROUND GETTYSBURG" [Review], 93.

CORBEIL, PIERRE, "Learning From the Children: Practical and Theoretical Reflections on Playing and Learning," 163.

CORBEIL, PIERRE, "THE NEGOTIATOR" [Review], 238.

COX, BENITA M., "Achieving Intercultural Communication Through Computerized Business Simulation/Games," 38.

CROOKALL, DAVID, "Editorial: Internet Simulation/Gaming," 5.

CROOKALL, DAVID, "Editorial: Play and Simulation/Gaming," 117.

CROOKALL, DAVID, "Editorial: 30th Anniversary and Thanks C. Deborah," 262.

CROOKALL, DAVID, "Editorial: Thirty Years-Well, Nearly," 413.

CROOKALL, DAVID, "ISAGA" [Association News & Notes], 97, 242, 399, 539.

SIMULATION & GAMING, Vol. 30 No. 4, December 1999 546-550 © 1999 Sage Publications, Inc.

CROSON, RACHEL T. A., "Look at Me When You Say That: An Electronic Negotiation Simulation," 23.

DASGUPTA, SUBHASISH, and G. DAVID GARSON, "Guest Editorial: Internet Simulation/Gaming," 20.

DUKES, RICHARD L., "NASAGA" [Association News & Notes], 99, 245, 402, 542.

ECKE, PETER, "TRIAL FOR PINCHETOT: A Simulation/Game on Justice and Human Rights" [Simulation/Game], 231.

FROHLICH, NORMAN, and OPPENHEIMER, JOE "What We Learned When We Stopped and Listened," 494.

GARCÍA-CARBONELL, AMPARO, see Watts, F.

GARSON, G. DAVID, see Dasgupta, S.

GAUDART, HYACINTH, "Games as Teaching Tools for Teaching English to Speakers of Other Languages," 283.

GOLD, STEVEN C., and THOMAS F. PRAY, "Changing Customer Preferences and Product Characteristics in the Design of Demand Functions," 264.

GOSEN, JERRY, and JOHN WASHBUSH, "As Teachers and Researchers, Where Do We Go From Here?" 292.

HARRIS, BRENDA, see Nakamura, M.

HOFSTEDE, GERT JAN, and PAUL PEDERSEN, "Synthetic Cultures: Intercultural Learning Through Simulation Games," 415.

HOGAN, KAREN M., and RICHARD J. KISH, "STOCKS, BONDS, OR BOTH: An Exercise in Risk/Return Tradeoffs" [Simulation/Game], 83.

HORN, ROBERT E., "The Convention Game," 456.

HUGHES, BARRY B., "The International Futures (IFs) Modeling Project," 304.

JONES, KEN, "With Appropriate Panache," 327.

KATZ, JEROME A., "Institutionalizing Elegance: When Simulation Becomes a Requirement," 332.

KISH, RICHARD J., see Hogan, K. M.

KOS, ZDENEC, and EVA PRENOSILOVA, "Simulation and Gaming in Water Management in the Czech Republic," 476.

LEIGH, ELYSSEBETH, "BUILDING ALIGNED GROUPS" [Simulation/Game], 529.

LEIGH, ELYSSEBETH, "ISAGA '98: St. Petersburg and a Summer of Delights" [Reports & Communications], 227.

LOBUTS, JOHN F., JR., and HAMILTON BEAZLEY, "The Teacher, the Learner, the Teacher, the Learner: And the Cycle Continues," 337.

MEADOWS, DENNIS L., "Learning to Be Simple: My Odyssey With Games," 342.

MILLIANS, DAVID, "Simulations and Young People: Developmental Issues and Game Development," 199.

MILLIANS, DAVID, "Thirty Years and More of Simulations and Games," 352.

MORRIS, JENNIFER, "CLIMB THE VINE!" [Review], 396.

MYERS, DAVID, "Simulation as Play: A Semiotic Analysis," 147.

MYERS, DAVID, "Simulation, Gaming, and the Simulative," 482.

NAKAMURA, MIEKO, "Dilemma and Depression in the Ninth Year," 356.

NAKAMURA, MIEKO, and AURORA RIU, "JASAG" [Association News & Notes], 541.

NAKAMURA, MIEKO, and BRENDA HARRIS, "JASAG" [Association News & Notes], 98, 243, 401.

NEAL, DERRICK J., "How Consistent Are Winning Strategies? The Role of Competitor Analysis and Budgets on Performance in a Simulation," 118.

NICHOLS, W. THOMAS, "NASAGA in the Early Days," 490.

OPPENHEIMER, JOE, see Frohlich, N.

PARKER, CRAIG M., and PAULA M. C. SWATMAN, "An Internet-Mediated Electronic Commerce Business Simulation: Experiences Developing and Using TRECS," 51.

PATZ, ALAN L., "ABSEL" [Association News & Notes], 241, 398.

PEDERSEN, PAUL, see Hofstede, G. J.

PILLUTLA, SHARMA, "ABSEL" [Association News & Notes], 96.

PRAY, THOMAS F., see Gold, S. C.

PRENOSILOVA, EVA, see Kos, Z.

RIU, AURORA, see Nakamura, M.

RUBEN, BRENT D., "Simulations, Games, and Experience-Based Learning: The Quest for a New Paradigm for Teaching and Learning," 498.

SANDOLE, DENNIS J. D., "Simulated Violent Conflict and War: Implications for Ethnic Conflict in Post-Cold War Europe," 506.

STOY, DIANE B., "ATOMIC: A Role Play About Nuclear Proliferation in South Asia" [Review], 537.

SUGAR, STEPHEN E., and CAROL E. WILLETT, "A QUESTION OF ETHICS" [Simulation/Game], 393.

SWATMAN, PAULA M. C., see Parker, C. M.

TAN, SENG TEEN, see Yeo, G. K.

THAVIKULWAT, PRECHA, "Developing Computerized Business Gaming Simulations," 361.

TSUCHIYA, SHIGEHISA, "The First Course in Japan on Simulation and Gaming," 367.

WASHBUSH, JOHN, see Gosen, J.

WATTS, FRANCES, and AMPARA GARCÍA-CARBONELL, "Simulation and Gaming: Old Philosophy, New in Spain," 523.

WENZLER, IVO, and DON CHARTIER, "Why Do We Bother With Games and Simulations: An Organizational Learning Perspective," 375.

WHEATLEY, WALTER J., "Enhancing the Effectiveness and Excitement of Management Education: A Collection of Experiential Exercises Derived From Children's Games," 181.

WILLETT, CAROL E., see Sugar, S. E.

YEO, GEE KIN, "Magnetized by MAGNUS," 385.

YEO, GEE KIN, and SENG TEEN TAN, "Toward a Multilingual, Experiential Environment for Learning Decision Technology," 70.

Articles:

"Achieving Intercultural Communication Through Computerized Business Simulation/ Games," Cox, 38.

"Adapting Deming's FUNNEL EXPERIMENT to a Content-Specific Area," Coleman, 8.

"As Teachers and Researchers, Where Do We Go From Here?" Gosen and Washbush, 292.

"Changing Customer Preferences and Product Characteristics in the Design of Demand Functions," Gold and Pray, 264.

"The Convention Game," Horn, 456.

"Developing Computerized Business Gaming Simulations," Thavikulwat, 361.

"Dilemma and Depression in the Ninth Year," Nakamura, 356.

"Editorial: Internet Simulation/Gaming," Crookall, 5.

"Editorial: Play and Simulation/Gaming," Crookall, 117.

"Editorial: 30th Anniversary and Thanks C. Deborah," Crookall, 262.

"Editorial: Thirty Years-Well, Nearly," Crookall, 413.

- "Enhancing the Effectiveness and Excitement of Management Education: A Collection of Experiential Exercises Derived From Children's Games," Wheatley, 181.
- "The First Course in Japan on Simulation and Gaming," Tsuchiya, 367.
- "Games as Teaching Tools for Teaching English to Speakers of Other Languages," Gaudart, 283.
- "Guest Editorial: Internet Simulation/Gaming," Dasgupta and Garson, 20.
- "Guest Editorial: Play and Simulation/Gaming," Brougère, 132.
- "How Consistent Are Winning Strategies? The Role of Competitor Analysis and Budgets on Performance in a Simulation," Neal, 118.
- "Institutionalizing Elegance: When Simulation Becomes a Requirement," Katz, 332.
- "The International Futures (IFs) Modeling Project," Hughes, 304.
- "An Internet-Mediated Electronic Commerce Business Simulation: Experiences Developing and Using TRECS," Parker and Swatman, 51.
- "Learning From the Children: Practical and Theoretical Reflections on Playing and Learning," Corbeil, 163.
- "Learning to Be Simple: My Odyssey With Games," Meadows, 342.
- "Look at Me When You Say That: An Electronic Negotiation Simulation," Croson, 23.
- "Magnetized by MAGNUS," Yeo, 385.
- "NASAGA in the Early Days," Nichols, 490.
- "Simulated Violent Conflict and War: Implications for Ethnic Conflict in Post-Cold War Europe," Sandole, 506.
- "Simulation and Gaming in Water Management in the Czech Republic," Kos and Prenosilova, 476
- "Simulation and Gaming: Old Philosophy, New in Spain," Watts and García-Carbonell, 523.
- "Simulation as Play: A Semiotic Analysis," Myers, 147.
- "Simulation, Gaming, and the Simulative," 482.
- "Simulations and Games as Subversive Activities," Christopher, 441.
- "Simulations and Young People: Developmental Issues and Game Development," Millians, 199.
- "Simulations, Games, and Experience-Based Learning: The Quest for a New Paradigm for Teaching and Learning," Ruben, 498.
- "Some Elements Relating to Children's Play and Adult Simulation/Gaming," Brougère, 134.
- "Synthetic Cultures: Intercultural Learning Through Simulation Games," Hofstede and Pedersen,
- "The Teacher, the Learner, the Teacher, the Learner: And the Cycle Continues," Lobuts and Beazley, 337.
- "Thirty Years and More of Simulations and Games," Millians, 352.
- "Toward a Multilingual, Experiential Environment for Learning Decision Technology," Yeo and Tan. 70.
- "What We Learned When We Stopped and Listened," 494.
- "Why Do We Bother With Games and Simulations: An Organizational Learning Perspective," Wenzler and Chartier, 375.
- "With Appropriate Panache," Jones, 327.

Association News & Notes:

- "ABSEL," Butler, 538.
- "ABSEL," Patz, 241, 398.
- "ABSEL," Pillutla, 96.

550 SIMULATION & GAMING / December 1999

"ISAGA," Crookall, 97, 242, 399, 539.

"JASAG," Nakamura and Harris, 98, 243, 401, 541.

"NASAGA," Dukes, 99, 245, 402, 542.

Reports & Communications:

"ISAGA '98: St. Petersburg and a Summer of Delights," Leigh, 227.

Reviews:

"ATOMIC: A Role Play About Nuclear Proliferation in South Asia," Stoy, 537.

"BATTLEGROUND GETTYSBURG," Corbeil, 93.

"CLIMB THE VINE!" Morris, 396.

"THE NEGOTIATOR," Corbeil, 238.

"OH NO! THE PLANNING GAME," Bechhoefer, 90.

Simulation/Games:

"BUILDING ALIGNED GROUPS," Leigh, 529.

"A QUESTION OF ETHICS," Sugar and Willett, 393.

"STOCKS, BONDS, OR BOTH: An Exercise in Risk/Return Tradeoffs," Hogan and Kish, 83.

"TRIAL FOR PINCHETOT: A Simulation/Game on Justice and Human Rights," Ecke, 231.

